

Amendments to the Claims

Claims 1-32 (canceled).

33. (new) A method for displaying content comprising:
 receiving a plurality of control parameters, the plurality of control parameters including a primary range and units by which to divide the primary range;
 dividing the primary range into slices based on the units;
 determining a layout arrangement for arranging the slices;
 creating a three-dimensional graphics scene within a three-dimensional coordinate space in which to place the slices according to the layout arrangement, wherein a virtual camera is assigned a location, an orientation, and a field of vision within the three-dimensional coordinate space;
 retrieving records from a content distribution database that correspond to one or more of the control parameters;
 creating three-dimensional content particles from the records;
 positioning the content particles as a collage according to the slices within the three-dimensional coordinate space; and
 displaying the scene.

34. (new) The method of claim 33, wherein a user is prompted to enter the plurality of control parameters.

35. (new) The method of claim 33, wherein the plurality of control parameters are retrieved from a distribution server.

36. (new) The method of claim 33, wherein the layout arrangement comprises organizing the slices linearly, organizing the slices in a staggered fashion, or organizing the slices in a sideways manner.

37. (new) The method of claim 33, wherein the three-dimensional coordinate space defines a plurality of lights for the three-dimensional graphics scene and the location and orientation for each light.

38. (new) The method of claim 33, wherein creating the three-dimensional graphics scene includes creating unit forms representing translucent, grid sheets for each slice, wherein the three-dimensional content particles are placed on unit forms based on the appropriate slice.

39. (new) The method of claim 38, wherein the unit forms include text fields that define the slices.

40. (new) The method of claim 38, wherein the content particles are placed within the unit forms in the form of the collage.

41. (new) The method of claim 38, wherein the collages are dynamically animated such that the content particles fade in and out and reappear in the same location or at a different location on the unit forms.
42. (new) The method of claim 33, wherein each of the content particles has geometry and surface attributes.
43. (new) The method of claim 33, wherein each of the content particles is defined by its own local coordinate space.
44. (new) The method of claim 33, wherein each of the content particles comprises a still or moving picture, a graphical icon, an audio clip, text, or a combination thereof.
45. (new) The method of claim 33, wherein one or more of the content particles may include an audible component, wherein the one or more of the content particles plays audio clips when the virtual camera comes into view of the one or more of the content particles.
46. (new) The method of claim 45, wherein the audio clips from the one or more of the content particles may be played when the user gestures for their playback.
47. (new) The method of claim 33, wherein a subset of content particles are displayed on a unit form at any one time while cycling through the full set of content particles in a pre-determined manner.
48. (new) The method of claim 33, wherein a subset of content particles are displayed on a unit form at any one time while cycling through the full set of content particles in a random fashion.
49. (new) The method of claim 33, wherein the primary range comprises a time range and the units by which to divide the primary range comprise time slices.
50. (new) The method of claim 33, wherein the collage comprises an electronic program guide that identifies shows that are broadcast at specified times.
51. (new) An article for displaying content comprising: a storage medium having a plurality of machine accessible instructions, wherein when the instructions are executed by a processor, the instructions provide for receiving a plurality of control parameters, the plurality of control parameters including a primary range and units by which to divide the primary range;
 - dividing the primary range into slices based on the units;
 - determining a layout arrangement for arranging the slices;
 - creating a three-dimensional graphics scene within a three-dimensional coordinate space in which to place the slices, wherein a virtual camera is assigned a location, an orientation, and a field of vision within the three-dimensional coordinate space;

retrieving records from a content distribution database that correspond to one or more of the control parameters;
creating three-dimensional content particles from the records;
positioning the content particles as collages according to the slices within the three-dimensional coordinate space; and
displaying the scene.

52. (new) The article of claim 51, wherein the layout arrangement comprises organizing the slices linearly, organizing the slices in a staggered fashion, or organizing the slices in a sideways manner.

53. (new) The article of claim 51, wherein the three-dimensional coordinate space defines a plurality of lights for the three-dimensional graphics scene and the location and orientation for each light.

54. (new) The article of claim 51, wherein creating the three-dimensional graphics scene includes instructions for creating unit forms representing translucent, grid sheets for each slice, wherein the three-dimensional content particles are placed on unit forms based on the appropriate slice.

55. (new) The article of claim 54, wherein the collages are dynamically animated such that the content particles fade in and out and reappear in the same location or at a different location on the unit forms.

56. (new) The article of claim 51, wherein each of the content particles comprises a still or moving picture, a graphical icon, an audio clip, text, or a combination thereof.

57. (new) The article of claim 51, wherein one or more of the content particles may include an audible component, wherein the one or more of the content particles plays audio clips when the virtual camera comes into view of the one or more of the content particles.

58. (new) A system for displaying content comprising:
a distribution server coupled to a network, the distribution server to maintain a content distribution database, the content distribution database including electronic content provided by one or more content providers; and
a personal computing device coupled to the network, the personal computing device having a graphical user interface to display the electronic content from the one or more content providers, the electronic content to be displayed in the form of a collage according to a layout arrangement, wherein items within the collage dynamically fade in and out and then reappear elsewhere within the collage to give the collage a dynamic, animated appearance.

59. (new) The system of claim 58, wherein the collage is displayed in a three-dimensional graphics scene within a three-dimensional coordinate space, the three-dimensional coordinate space including a virtual camera and a plurality of lights.

60. (new) The system of claim 59, wherein one or more items in the collage may include an audible component, wherein the one or more of the items plays audio clips when the virtual camera comes into view of the one or more of the items.

61. (new) The system of claim 58, wherein the layout arrangement comprises organizing a plurality of slices linearly, organizing the plurality of slices in a staggered fashion, or organizing the plurality of slices sideways, wherein a slice comprises a segment of a primary range of the electronic content.

62. (new) The system of claim 61, wherein the primary range is time and the slice comprises a segment of time.

63. (new) The system of claim 58, wherein the items displayed in the form of a collage have geometry and surface attributes and comprise a still or moving picture, a graphical icon, an audio clip, text, or a combination thereof.